

PATENT ABSTRACTS OF JAPAN

(11)Publication number : 10-235019

(43)Date of publication of application : 08.09.1998

(51)Int.Cl. A63F 9/22
G09B 9/00

(21)Application number : 09-044467

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(22)Date of filing : 27.02.1997

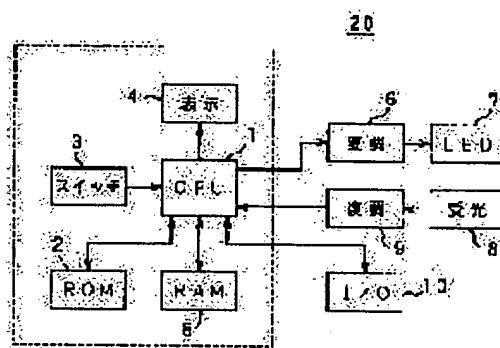
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(54) PORTABLE LIFE GAME DEVICE AND ITS DATA MANAGEMENT DEVICE

(57)Abstract:

PROBLEM TO BE SOLVED: To create the process of growth approximating that of a true creature by realizing an environment in which personality is formed by communications, as in the case of a true creature.

SOLUTION: This device has a modulator 6 for transmitting and receiving data to and from other game devices, a LED 7, an electric eye photocell 8, a demodulator 9, a RAM 5 storing information about an imaginary creature, and a CPU 1 controlling each part according to a program in a ROM 2; enables at least data about the imaginary creature which is stored in the RAM 5 to be transmitted; can receive data about other imaginary creature, which is sent from the other game devices by light communications; and changes the data about its own imaginary creature stored in the RAM 5, by using the received data about the other imaginary creatures.



LEGAL STATUS

[Date of request for examination]

[Date of sending the examiner's decision of rejection]

[Kind of final disposal of application other than the examiner's decision of rejection or application converted registration]

[Date of final disposal for application]

[Patent number]

[Date of registration]

[Number of appeal against examiner's decision of rejection]

[Date of requesting appeal against examiner's
decision of rejection]

[Date of extinction of right]

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